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XBOX

LIVE

ONLINE ENABLED

RAINBOW SIX
CRITICAL HOUR



UBISOFT

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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XBOX LIVE®

TAKE TOM CLANCY'S RAINBOW SIX CRITICAL HOUR™ BEYOND THE BOX

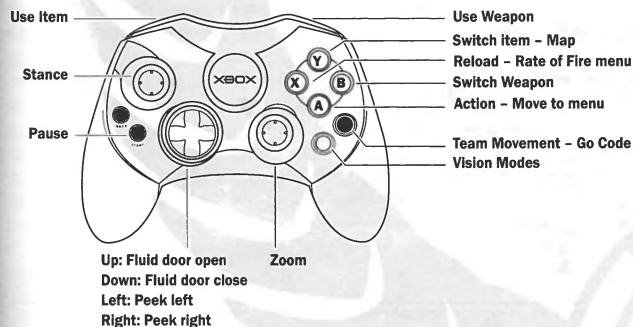
Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

GAME CONTROLS

You can select the control settings that best suit you via the Controller option in the Options menu. The default settings for the controller appear below.



USER PROFILES

When you start Rainbow Six Critical Hour for the first time, the game prompts you to enter a user profile under which the game will store your options, saved campaigns, and multiplayer match settings. This allows each player who plays on the Xbox console to instantly access his or her settings and saved games by simply choosing the profile. To enter a name using the rotary typewriter, use the left thumbstick.



QUICK START

Menus are navigated using the left thumbstick or D-pad. Choices are confirmed by pressing the A button.

STARTING A CAMPAIGN

1. Select Single-Player from the Main Menu.
2. Select Campaign in the Single-Player menu.
3. Proceed through the Campaign Introduction screen and then to the Briefing screen.





STARTING A CUSTOM OR PRACTICE MISSION

1. Select Single-Player from the Main Menu.
2. Select Custom Mission from the Single-Player menu.
3. Select game type by choosing Terrorist Hunt, Lone Rush, or Training.
4. Select a mission from the Map List.



STARTING A SPLIT-SCREEN GAME

1. Select Multiplayer from the Main Menu.
2. Select Split-Screen from the Multiplayer menu.
3. Select game type by choosing Mission or Terrorist Hunt.
4. Select a mission from the Map List.

5. Choose the two controllers for your split-screen game session.
6. Choose characters and equipment and set options for your split-screen game session.
7. Select Ready to enter the game.

STARTING A SYSTEM LINK GAME

1. Press the START button.
2. Select Multiplayer from the Main Menu.
3. Select System Link from the Multiplayer menu.
4. Create a match by pressing the Y button or select a match from the list.
5. Set the basic match settings and then select Next.
6. Select a map and adjust the match settings.
7. Your match is now up and can be joined by anyone connected to your Xbox via an Xbox System Link Cable.
8. Start the game by selecting Launch from the Match menu.



STARTING AN XBOX LIVE GAME

1. Select Multiplayer from the Main Menu.
2. Select Xbox Live from the Multiplayer menu.
3. Select your Xbox Live account.
4. Select Create Match.
5. Select the match type from the Xbox Live menu.
6. Set the basic match settings and then select Accept.



7. Select Match Option and set the advanced match settings. Your match is now up and can be joined by anyone connected to Xbox Live.



INTRODUCTION

After a long and perilous action-oriented career that spanned military and undercover services over many decades, John Clark, head of the organization known by a select few as Rainbow, has decided that it is time to retire and pass the torch.

As part of the process of handing over the reins to the new Rainbow leader, his son-in-law Ding Chavez, John Clark establishes a training regimen to develop new team members, a regimen dubbed the "Rainbow Experience."

Every candidate will go through "Rainbow Experience" training at the Hereford base. This regimen will educate, train, and inspire the different recruits to ensure that each full-fledged Rainbow team member will be committed to the goal of the organization: destroy any terrorist threat, wherever it happens.

Central to this regimen is a tactical library of every Rainbow ops ever. From that library, Clark has pulled seven of the most intense missions to serve as the core of the tactical training. These are the missions that are at the heart of what Rainbow is and does, the classic examples of tactics, strategy, and circumstance.

OVERVIEW

Rainbow Six Critical Hour contains seven missions linked to form a single campaign. The game returns to the roots of the franchise with intense tactical gameplay and "one-shot kills."

In Rainbow Six Critical Hour, you play as the team leader Domingo "Ding" Chavez. He is the leader of Team-2 in the elite counter-terrorist task force Rainbow. In each mission Ding leads an element of three other operatives. The element is predetermined and essential for the success of your mission as you move through tight corridors, clear rooms, and cross streets and city squares.

Remember, when Rainbow gets called in, it's because innocent life is in danger and all other options have been exhausted. You do not negotiate with terror – you destroy it!

TASK FORCE RAINBOW TEAM-2

Team-2 is composed of four operatives: Ding Chavez (team leader), Dieter Weber, Louis Loisel, and Eddie Price. In command are task-force leader John Clark, code-named Rainbow Six, and Alistair Stanley, his executive officer. In addition to this, a support element helps ensure mission success. This support element includes helicopter pilot Col. Daniel "Bear" Malloy, Rainbow Director of Intelligence Bill Tawney, and Doctor Paul Bellows, the team psychology expert.

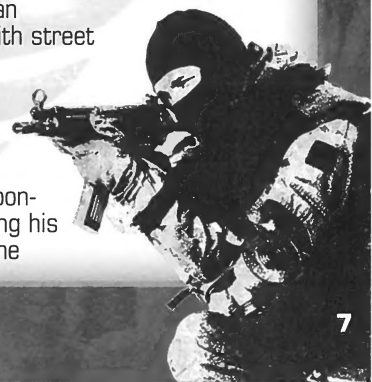
While the actual complete task force contains more operatives and personnel, you will only need to be concerned with your boss and the members of your team.

Domingo "Ding" Chavez

Lead Field Operative

Nationality: American

Born in Los Angeles, California. As an adolescent, Ding became involved with street gangs, but after a close friend was murdered in a gang-related drive-by shooting, Ding joined the U.S. Army. He rose to the rank of Staff Sergeant before being recruited by the CIA. Ding met John Clark (his soon-to-be mentor and father-in-law) during his time working in South America for the



CIA. Together, they later established the Rainbow task force on a NATO mandate. Ding leads one of Rainbow's teams.

Dieter Weber

Field Operative, Sniper

Nationality: German

Born in Munich, Germany. Weber is a graduate of the German Army's Bergführer ("Mountain Leader") school, one of the physically toughest schools in the world. He later joined Grenzschutzgruppe 9 ("Border Control Group 9"), Germany's elite counter-terrorism unit. After distinguishing himself in service to GSG-9, Weber was recruited by Rainbow. Weber is a competitive, disciplined soldier, and most of his social interactions with the rest of the team are through direct competition.

Louis Loiseau

Field Operative

Nationality: French

Born in Paris, France. Former member of the French Parachute Division. Detailed to DGSE, the French military intelligence agency. Involved in tactical espionage and counter-espionage throughout Europe. Recruited into Rainbow in 1998. Loiseau fosters an air of camaraderie and team solidarity on every mission. Though he takes his job very seriously, he manages to see the bright side of things, and this keeps morale high. He's devoted to his wife, but flirts outrageously with every woman he sees, much to the amusement of the other members of Team Rainbow. During his free time, he reads about history and takes his wife out dancing.

Eddie Price

Field Operative

Nationality: English

Born in London, England. Served as a color sergeant in the 22nd Special Air Service (SAS). Fought terrorism in Northern Ireland with the 14th Intelligence Company. The 14th performed in Northern Ireland, monitoring known IRA targets and preemptively striking at terrorist targets. Recruited into Rainbow in 1998.

Price is mild-mannered and quiet but good-natured. He's experienced, observant, and a shrewd judge of character. A seasoned veteran, he remains cool and collected under fire. Though neither stiff nor brusque, he makes a point of being formal when addressing his superiors, and puts a great deal of stock in the notion of chain-of-command. He believes in doing things properly and by the book, and he tends to be cautious and conservative. Price enjoys smoking his pipe, reading, and working out at the gym.

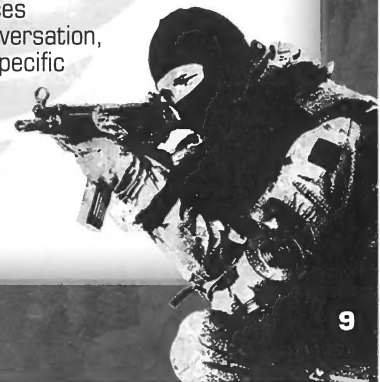
John Clark

Command

Nationality: American

Born John Kelly in Indianapolis, Indiana. Joined the U.S. Navy and became a SEAL. Heavily decorated, he was discharged at age 24. First wife killed in a car accident. With CIA assistance, faked his own death in 1970 and assumed the identity of John Clark. Commander of Rainbow.

Clark is honest, serious, and experienced. He doesn't pad his words or hesitate, and his focus is always on getting the job done. He's fiercely loyal to his family and loved ones, and has always treated Ding like a son. Clark's got a rough sense of humor, which surfaces occasionally during briefings. In conversation, he cuts to the chase and delivers specific instructions. He despises bureaucrats, cowards, and those who put innocent lives in the line of fire.



PRE-GAME SCREENS

MAIN MENU

At the bottom of the screen is your user profile (see the User Profiles section) and, if you are signed in, your Xbox Live account name.

- **Single-Player:** Takes you to the Single-Player menu, where you can begin a new or continue a saved campaign.
- **Multiplayer:** Takes you to the Multiplayer menu, where you can choose to play System Link games, play split-screen with a friend, or play Xbox Live games.
- **Options:** Customize the settings of the game:
 - **Gameplay:** Adjust the gameplay settings to make the game easier or harder.
 - **Controller:** Choose your controller configurations.
 - **Video:** Adjust brightness and HUD display.
 - **Sound:** Choose your Xbox Communicator output mode and voice masking if so desired.
 - **Xbox Live:** Modify your Xbox Live options and Quick Match filter.
- **Profiles:** Select and/or create a user profile.
- **Special Features:** Have access to additional information about Team Rainbow.

At the bottom left of all pre-game screens appears one of three Xbox Live status icons:



You are not signed in.



You are signed in and connected.



You are signed in and have a message.

IN-GAME INTERFACE

PAUSE MENU

During single-player play, you can access the Pause menu by pressing the START button. This displays your current mission objective along with the following options:



- **Resume:** Resume the mission.
- **Save:** Save your current progress.
- **Load:** Load a previously saved file.
- **Abort:** Quit the current mission and go to the Debriefing screen.
- **Options:** Open the Options menu.
- **Statistics:** Open the Statistics menu.

By pressing the X button you can change your Xbox Live connection status. Pressing the B button takes you back into the game.



HUD



YOUR INFORMATION

Centered at the top of the screen is your health bar. Each time you get hit, the health bar diminishes. When the health bar reaches zero, you die and automatically fail the mission.

WEAPON INFORMATION

Information regarding the current weapon is displayed at bottom right. This includes the weapon/object name, the number of bullets in the weapon/magazine, a graphic depicting the ammo remaining in the weapon, the selected rate of fire, and the number of extra bullets/magazines available for reloading. Objects and grenades are shown in the bottom left of the screen, below the team's current action.

In the center of the screen is the targeting reticle, which consists of a crosshair mark and a center dot. As you move and act, the crosshair disperses to reflect your loss of accuracy. When you stop moving or acting, the crosshair tightens. Crouching gives you even more accuracy and, therefore, a tighter crosshair.

TEAM INFORMATION

Depending on the mission, John Clark can assign up to three other operatives to support you. Team health is shown in the bottom left of the screen and works exactly like your own. Next to each health indicator is a flag representing the nationality of the operative. An operative's flag blinks when he or she is talking, and the corresponding health bar turns green if you move your target reticle over the operative. Below the health indicators is the Team Current Action, which describes what the team is currently doing.

HOW TO PLAY

LOOKING AND MOVING AROUND

To look around, simply click the right thumbstick. To move around the world, click the left thumbstick. Moving quickly increases the amount of noise you make and also makes accurate shooting much more difficult.

PEEKING AND CHANGING STANCE

Peeking is extremely useful for looking around objects without completely exposing yourself to enemy fire. Peek using left and right on the D-pad. Change your stance between standing and crouching by clicking the left thumbstick to minimize your exposure to threats.

NIGHT AND THERMAL VISION

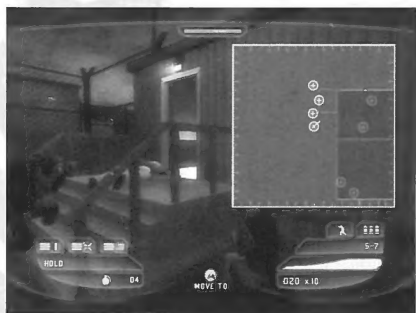
You toggle between night vision, thermal vision, and normal vision using the White button. Night vision allows you to see clearly in the dark. It depicts the world in shades of black, white, and green. Thermal vision is useful for highlighting heat signatures, such as people, and hot objects, such as fires. Thermal vision also lets you see through smoke and some doors and objects, which is very useful during recon missions.



TACTICAL MAP

The Tactical Map will allow you to display an overview of the environment and see potential targets with the help of a permanent Motion Sensor. With this tool, you will be able to plan your next course of action and swiftly eliminate any opposition.

You can display the Tactical Map by pressing and holding the Y button. While displayed, use your D-pad to zoom in or zoom out and change the currently viewed floor.



INTERACTING WITH THE ENVIRONMENT

Interacting with your environment is extremely important in Rainbow Six Critical Hour. It allows you to do everything from opening doors to securing hostages. To interact with your environment, move near to and look at the area/object you want to interact with. When a Player Action icon appears in the bottom center of the screen, press the A button to perform the action the icon represents. If the action involves a door, there are two additional controls you can use: Fluid Open and Fluid Close. To fluidly open a door, press up on the D-pad. To fluidly close a door, press down on the D-pad.

HOW DO I GIVE ORDERS TO MY TEAM?

Default Orders

To order your team to interact with the environment, simply look at the object/area where you want them to do something. When a Team Action icon appears in the bottom center of the screen, press the A button to order your team to perform the default action (see the action Situations and Default Actions section).



Quick Order Interface

You can also press and hold the A button to display the Quick Order Interface (QOI), which contains a complete list of available actions. To issue an order from the QOI, press the corresponding direction on the D-pad.

Zulu Codes

When ordering the team to perform certain actions – like Door Breaching, for example – the team will take up positions and wait for you to give them a "Go" order, or Zulu code. To give a Zulu code, press the Black button as indicated when the team is in position. The Zulu code appears automatically when the team is ready.



Voice Communicator

If you have an Xbox Communicator headset connected to your Xbox Controller, you can order your team using voice commands. To issue an order, simply say the text that appears in the QOI at any time. To make things really simple, you can always execute the default order for any action situation by saying "Go, go, go."

Hold, Regroup, and Zulu

Whenever your team is not following you, you can order them to regroup by saying "Regroup." At any time, you can tell your team to hold by saying "Hold," and they will seek cover near their current location. You can also issue either of these orders by pressing the Team Hold/Regroup button (the B button). If your team is waiting for you to issue the Zulu Go-Code, you can issue the order by saying "Zulu" or "Zulu Go" using your communicator.

Assault and Recon

Some situations might call for your team to hold their fire. This is especially true if you are trying to sneak by undetected. By holding down the Black button you can switch between assault rules of engagement or recon. Assault is the standard rule; Rainbow operatives will fire on sight. Recon on the other hand will ensure that Rainbow does not open fire on enemies unless fired upon first. Use recon when stealth is required. You can issue these orders through your voice communicator by saying "Assault" or "Recon."

Situations and Default Actions

Location: Ground

Default Order: Move to

Voice: "Move"

Object: Closed door

Default Order: Open and clear

Voice: "Open and clear"

Object: Opened door

Default Order: Close

Voice: "Close"

Object: Locked door

Default Order: Open and clear

Voice: "Open and clear"

Object: Ladder

Default Order: Climb ladder

Voice: "Climb"

Person: Securable hostage

Default Order: Secure hostage

Voice: "Secure"

Person: Escortable hostage

Default Order: Escort hostage

Voice: "Escort"

Default Order: Defuse bomb

Voice: "Demo up"

Special Action Situations and Requirements

Action: Door breaching with charge.

Result: Door is breached using an explosive charge.

Requirement: Teammate equipped with breaching charge.

Action: Door breaching with ram.

Result: Door is breached with ram/hammer by brute force.

Requirement: Teammate equipped with breaching hammer.

Action: Door breaching with shotgun.

Result: Door is breached with shotgun, by shooting hinges.

Requirement: Teammate equipped with shotgun.



SWITCHING BETWEEN WEAPONS AND EQUIPMENT

To switch between primary and secondary weapons, press the B button. If you want to switch between the equipment and grenades, press the Y button.

SHOOTING

Reticle

As stated earlier, the reticle consists of a crosshair and a center dot. All you have to do to hit a terrorist is to put the center of his chest or head inside the crosshair, or put the center dot on any part of his body. To hit any other object, you need to put the center dot on it.

Dispersion

When you start shooting with a gun, the crosshair begins to disperse. The longer you hold the trigger, the less accurate your rounds become (due to recoil). As you continue to fire, your targeting reticle gets slightly larger. This shows that your shots are becoming less accurate.

Firing

To fire your weapon, pull the right trigger. If the weapon is set to automatic, it will continue to fire until you release the trigger. If it isn't, it will only fire a single shot or a short burst with each trigger pull, depending on the weapon's capability and rate-of-fire setting. When you fire, the screen jumps and the smoke and flash from the weapon disrupt your vision. So for maximum effectiveness, you should fire short bursts of three to five rounds whenever possible.

Reloading

To reload your weapon, press the X button. This removes the current magazine from the weapon and replaces it with another. Try to reload whenever you get a chance, because there's nothing worse than being in the middle of a firefight and running out of ammunition.

Rate of Fire

To change your weapon's rate of fire, press and hold the X button. Not all weapons have alternate fire modes.



Zooming and Iron Sights

You can use the zoom of your weapon or switch to iron sights by clicking the right thumbstick. This gives you a better view of your target, but slows down your looking/turning speed and makes your field of vision narrower.

OTHER ITEMS

Besides firearms, you can take a number of different items into missions.

Breaching Hammer

Allows the user to knock down certain doors using brute force.

Gas Mask

A gas mask negates the effects of tear gas grenades and is always worn when carried.

Explosive Charges and Mines

There are four different types of explosives in Critical Hour:

- Breaching charges.
- Claymore mines (Adversarial Multiplayer and PEC modes).
- Flashbang grenades (Adversarial Multiplayer and PEC modes).
- Proximity mines (PEC mode only).



Breaching charges destroy doors and temporarily stun those on the other side. But beware – anyone standing close to the door will receive damage. To place a breaching charge, look at a door, and when the Place Charge reticle appears, pull the right trigger. After you place the charge, a detonator appears in your hand, allowing you to detonate the charge on command.

Claymore mines deploy on the ground near your feet when you pull the left trigger. Claymore mines detonate on command but inflict damage to their front only.

Hand Grenades

There are several types of hand grenades in Rainbow Six Critical Hour:

- **Fragmentation:** Explodes, inflicting damage.
- **Flashbang:** Temporarily disables anyone near the blast.
- **Tear gas:** Creates a cloud of toxic gas that temporarily incapacitates anyone not wearing a gas mask.
- **Nerve gas (PEC mode only):** Contains a violent nerve agent that will severely injure anyone caught in the chemical cloud.
- **Smoke:** Creates a large cloud of white smoke.
- **White phosphorus (WP):** Creates a small white cloud and explodes, burning everything nearby.
- **Stun grenade:** Causes your enemies to become dazed and confused for a short amount of time.

To throw a grenade, simply look in the desired direction and pull the left trigger. A tracer arc will appear, telling you where the grenade will land. The longer you hold the trigger, the further the throw.

IN-GAME SAVES

When playing on Normal difficulty, you have an infinite number of save games, distributed over 10 available slots. This means that the 11th time you save, your first save game is overwritten, and then the next, and so on.

When playing on Elite difficulty, setting the game automatically saves between the different sections of a mission.

FINISHING A MISSION: DEBRIEFING



After you finish a mission, whether you fail or succeed, you proceed to the Debriefing screen. This screen has the statistics of each operative, including health, kills, hit percentage, rounds fired, and rounds on target. You can then select one of the following options:

- **Load:** Load a previously saved file.
- **Statistics:** Display your detailed stats for the mission.
- **Restart:** Reload mission and start over from the beginning.
- **Outfitting:** Retry the last mission from the Mission Planning Computer, where you can reselect your gear and weapons.
- **Quit:** Abort your mission and go to the Main Menu.
- **Continue:** This option is only available if you successfully complete a mission.

In a campaign, Continue automatically saves the campaign and takes you to the next mission; if you're not in a campaign, it takes you to the Custom Mission screen.



MULTIPLAYER

SYSTEM LINK VS. XBOX LIVE PLAY

System Link allows you to play between two or more Xbox consoles linked via Xbox System Link Cables. This method of play is ideal if you have a number of Xbox consoles together under the same roof. If you have an Xbox Live account, you can play Rainbow Six Critical Hour over the Internet, where you can always find plenty of teammates and opponents. Xbox Live also allows you to keep track of friends and players from the last game you played. If you don't have an Xbox Live account, you can open one by purchasing an Xbox Live Starter Kit.

SPLIT-SCREEN MODE

This mode allows you to play with other players on the same screen using different controllers. As in Single-Player mode, Terrorist Hunt and Mission modes are available.

GAME TYPES

Rainbow Six Critical Hour supports nine different multiplayer game types. Cooperative modes support up to four players, while Adversarial modes support up to 16 players. Matches with poor Internet connections may not be able to support the maximum number of players.

Cooperative

- **Practice Mission:** Play single-player missions with friends.
- **Terrorist Hunt:** Hunt down terrorists without having to worry about hostages and other objectives.

Adversarial

- **Team Survival:** Divide into two teams; the last team standing wins. When you die, you do not respawn.
- **Total Conquest:** The goal of each team is to control all the satellite transmitters simultaneously for a certain amount of time.

- **Retrieval:** Race to the biohazard canister and take it back to your depot station to score a point for your team. The team that collects the most canisters within the game's time limit wins.
- **Team Sharpshooter:** Divide into two teams; the player with the most kills wins. When you die, you respawn and immediately re-enter the action.
- **Free-for-All Survival (New):** The last man standing wins. When you die, you do not respawn.
- **Free-for-All Sharpshooter (New):** The player with the most kills wins. When you die, you respawn and immediately re-enter the action.
- **Assassin (New):** Divide into two teams; one player per team is chosen as the leader. Kill the opposing leader to win. When you die, if you are not the leader, you respawn and immediately re-enter the action.

VOICE COMMUNICATION

You can use an Xbox Communicator headset to talk to other players. Only teammates can hear you.

XBOX LIVE

You can sign in to Xbox Live at any time by going to one of the Game menus and hitting the X button. This screen allows you to access all the Xbox Live features of Rainbow Six Critical Hour.

- **Quick Match:** Go to the Quick Match screen to find a match that best fits your Quick Match preferences (select Xbox Live in the Options menu to set your preferences).
- **OptiMatch:** Go to the OptiMatch screen, where you can set search parameters for Xbox Live matches. Players who belong to a squad can access the Squad Skirmish here.
- **Create Match:** Host a game with the settings you want.
- **Community:** Go to the Community screen, where you can access your statistics, inbox, Friends List, players list, and squad management.



- **Training:** Open the Training screen, where you can learn about the various online game modes and match types.
- **Options:** Open the Options screen to change your Rainbow Six Critical Hour settings.

Quick Match

This screen shows the match that best suits your Quick Match preferences.

OptiMatch

This screen allows you to set a number of match search parameters:

- **Game Type:** Set the game type you wish to play.
- **Server Type:** Select dedicated or non-dedicated matches only.
- **Min. Players:** Set the minimum match size.
- **Max. Players:** Set the maximum match size.
- **Language:** Set your preferred spoken and written language.
- **Allow Voice:** Allow voice communication during the match. If you're dead, you can only talk to dead players. Once you've set the match parameters, hit Accept to search for appropriate matches.

PERSISTENT ELITE CREATION™ MODE

Persistent Data: The Next Step in Xbox Live!

Xbox Live subscribers can use Career mode to experience the game in a whole new way. Character data stored on the Xbox Live database lets you save your achievements from one game to another, all while building and customizing your character.

Persistent Elite Creation (PEC) mode lets you play all your favorite Adversarial game types with new tactics and abilities. Choose one of four specializations and develop a custom identity that other players can see and recognize online.

Accessing the PEC Mode Tutorial

It's a good idea to play the tutorial before creating a PEC mode identity, as the tutorial will give you the opportunity to try each of the four specializations and some of their related abilities.

1. Select Training from the Xbox Live menu.
2. Select Career Training from the Training menu.

Creating Your Visual Identity

1. Select PEC Mode from the Xbox Live menu.
2. Choose among Commando, Spec-Op, Engineer, and Combat Medic.
3. Select the face and gender that you would like for your online identity.
4. Select a camouflage pattern and color for your uniform.
5. Your PEC mode identity is created and other players will see your identity's visual attributes during multiplayer games.

Commando

These brute-force soldiers carry the heavy weaponry and can take a beating. Commandos wear heavy armor, carry heavy weaponry, and can use ballistic shields in combat.

Spec-Op

The Spec-Op is the master of stealth and assassination. Armed with a deadly combat knife or sniper rifle, the Spec-Op is a sophisticated killing machine.



Engineer

An explosives and gadgets expert, the Engineer can set traps for the enemy and open up paths by manipulating the environment.

Combat Medic

Combat Medics can deploy deadly nerve gas or assist their team by providing healing support during firefights.

Multiple Careers

In Rainbow Six Critical Hour, you can pursue up to four careers in parallel, one per specialization. Only one career can be played at the same time. Open the Identity Manager screen to select which career you wish to play and develop.

Locker Room

- **Quartermaster:** Access your equipment storage, where you can buy, sell, and repair items that you can bring with you into missions.
- **Skills:** Upgrade your skills or simply go here to see more information on an existing skill.
- **Outfitting:** Change your character's visual appearance by selecting from different visual options that you possess and modify your default weapon loadout.
- **Medals:** Your personal medal box, which displays the medals you've acquired through combat.
- **Training:** Teaches you the basics of multiplayer games in Rainbow Six Critical Hour.
- **Identity Manager:** This is where you can recuperate spent training points, or even reset your character.
- **Service Record:** Up-to-date information on your character's progress and achievements.

Upgrading Your Skills

As you play the game, you will receive experience points that lead to new levels. Each new level gives you something new to use. Training points can be invested in skills to further

specialize your character. Most skills have more than one training type that can be upgraded. This specifies exactly how you want to develop a particular skill. Choose wisely, because you will not be able to maximize all your skills.

Online Economy

The online economy allows you to purchase and maintain your gear using credits you've acquired while playing the game. The more often you become incapacitated during multiplayer games, the more damage your gear will acquire. As your gear gets damaged, it becomes less effective, so be sure to repair it in the Quartermaster's Shop. New skills are almost always associated with the ability to use new gear. Check the Quartermaster's Shop to see if there's any new gear you can bring into battle.

Rewards

You can earn medals and other rewards based on the way you play. Medals are always accompanied by experience points and credits. Anyone playing Career mode games is capable of collecting them!

Playing as a Team

No matter what specialization you've chosen to play, you will have something that can help your team win. The most important tactical aspect is to communicate with your team and coordinate your offensive and defensive plans.

LOBBY

Once you reach this screen, you are officially in a match. If a round is already in progress, you wait at the Lobby screen until the beginning of the next round, unless it's a Sharpshooter match. This screen displays the following information about players in the match:

- Connection speed.
- Kills.
- Health.
- Speaking to everyone in the match.
- Speaking to team only.
- Host.
- Yourself.



At the bottom of the screen is the time remaining until a round either ends or begins. If the match is between rounds, you can tell the host you're ready to play by pressing the X button. Also, if the teams are not locked, you can press the Y button to switch teams.

MATCH OPTIONS

This screen displays the match options that can be changed without restarting the match. Only the host can edit these options:

- **Time Between Rounds:** Set the number of seconds between rounds.
- **Briefing Time:** Set the time spent in the preparation room.
- **Time per Round (Adversarial only):** Set the time per round.
- **Rounds per Map (Dedicated only):** Set the number of rounds before the level automatically changes.
- **Friendly Fire:** Allow friendly fire.
- **Punish Team Killer:** Force players who kill their teammates to sit out next round.
- **Lock Teams (Team games only):** Lock teams so only the host can move players to different teams.
- **Difficulty (Co-op only):** Set the map difficulty level.
- **Allow Thermal Vision:** Allow players to use thermal vision.
- **Random Balance Teams:** Randomly balance teams after every round.

EQUIPMENT

This screen allows you to change your gear for the next mission and functions exactly like the Gear screen in the Mission Planning Computer.

COMMUNITY

- **Inbox:** Access your personal mailbox, where you can send and receive text- and voice-based messages.

- **Friends:** The Friends List contains a list of your current and potential friends.
 - **Send Message:** Send a text or voice message to that friend.
 - **Statistics:** See your friend's Xbox Live statistics.
 - **Remove From Friends List:** Remove the selected player from your list of friends.
 - **Invite to Join:** Invite this friend to join your match.
- **Players:** The Players List contains a list of the last 26 players you played with.
 - **Turn Off/On Voice:** Toggle the voice option on or off.
 - **Send Feedback:** Send feedback about a player.
 - **Add to Friends List:** Send a friend request to this player.
 - **Kick (server only):** Kick a player out of the match.
 - **Statistics:** See this player's Xbox Live statistics.
- **My Squad:** This option lets you view your Squad menu.
 - **Edit:** Modify your squad options and features.
 - **View Members:** View all your members with their ranks and global statuses.
 - **Statistics:** View your squad members' stats and profiles.
 - **Recruit:** Recruit a new member.
 - **Leave:** Quit your current guild.
- **Recruiters:** View all squads currently recruiting.

PERMISSIONS

The squad director and commanders can give permissions to the squad members.

PERMISSION LEVELS

Operative

- Operatives can participate in squad skirmishes.



Officer

- Officers have all the permissions granted to operatives.
- Officers are allowed to recruit new members.

Commander

- Commanders have all the permissions granted to officers.
- They can change members' permissions.
- They can remove members from a squad (except for the director).

Director

- There can be only one director.
- The director has all the permissions granted to the commander.
- He or she is allowed to edit the squad's details.
- He or she can delete the squad (if he is the only squad member left).
- He or she is the only one who can create the logo using the logo generator.
- He or she is the only one who can grant commander status to other players.
- He or she can also grant director status to another player. If the director leaves, the authority automatically transfers to the oldest member of the highest level.

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Thanks,
The Ubisoft Team

Tom Clancy's Rainbow Six Critical Hour™



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Phone: 919-460-9778

Hours: 9am-9pm (EST), M-F

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- Game console you are using

Support Over the Internet

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If all else fails you can write to us at:

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